

Nintendo

GAME BOY color

DMG-BOLE-USA

DRAGON WARRIOR

MONSTERS 2

COBI'S JOURNEY

INSTRUCTION BOOKLET

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EVERYONE

MILD VIOLENCE
MILD LANGUAGE

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Wa-hey, I'm Warubou!
I'm your guide in this here
Guidebook, so pay attention!
That's you, warooh!
You read here if you want
to know more about this
adventure.



Get your bearings here. These pages are the
basics on how to play. If you don't have a clue,
there's no hope for you! Warooh!



These pages cover the best part of your adventure.
Learn about breeding to make your own monsters.



Grab a Game Link® Cable for even more fun on
your adventure with friends. There are five new
modes including trading and team battling,
so the fun never stops. Warooh!



These sections examine some of the many items
that you may see on your adventure.
Monster skills and spells are also described.



DRAGON WARRIOR MONSTERS 2 COBI'S JOURNEY

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IN THE BEGINNING

TARA

Cobi's younger sister. She remains on the monster farm to look after Cobi's monsters while he is traveling in other worlds.



WARUBOU

The spirit of GreatLog and the creature responsible for sending Cobi on his journey to other worlds. Until Cobi succeeds in his quest, Warubou has to serve as the plug for Great Log's Navel.



COBI

A boy who has come to the island kingdom of GreatLog with his family of monster farmers. A strange turn of events makes him a Monster Master and puts him on a fantastic adventure in search of a plug for GreatLog's Navel.



PRINCE KAMEHA

GreatLog's young prince known for being Warubou's partner in mischief. Sure enough, he challenges the newcomer kids with a seemingly harmless spot of naughtiness... He appears to view Cobi as a rival.





GREATLOG ISLAND

GreatLog—a small island kingdom that floats in the middle of the southern seas. A small ship sails towards the kingdom, bearing a family with the dream of opening a farm for monsters in the new land. The family's children—a boy and his younger sister—stare bright-eyed at the emergence of GreatLog over the blue horizon. Thus begins the tale of Cobi and Tara, soon to be embroiled in a grand and harrowing adventure.



CONTROLS

The first step to becoming a Monster Master is learning the basic controls. Learn now before you face real adversity on your adventure.

CONTROL PAD

- **Moving the hero's party**

On the field, in towns, dungeons and so on, this is used to move Cobi's party around.

- **Moving the cursor**

It's also used for moving the cursor to select commands, spells and items in windows.



SELECT

- **Open map**

While in the field, press to display the world map. Press it again for a close-up view of the surrounding area.



- **Switch displayed INFO**

Press when an INFO window is open to display the party's monsters. Press again to return to INFO on a single monster.

- **Sorting items**

Press when the ITEM window is open to sort items automatically.

A BUTTON

- **Open the main command menu**

Press while in the field or in town to open the main command menu.

- **Confirm commands**

It's also used for confirming commands and selections of spells and items.

ITEM	BeefJerky
WHAT	Warp
Use	Antidote
Toss	PLoveWater
Restores HP of one monster by 60~70.	

- **Action button**

Use this for talking to people, opening doors and examining things.



B BUTTON

- **Cancel commands**

Press this button to cancel your previous selection (one that has been confirmed by the A Button), and return to the previous menu window or resume your quest.

START

- **Open the initial menu screen**

Press during the opening sequence to open the initial menu screen. This menu can also be opened using the A or B Button.

Wa-hey,
the controls are
easy. These pages
will teach you!
Warrooh!





STARTING AND ENDING YOUR QUEST

As Cobi, you are about to set off on a long, adventurous journey. You'd better learn how to record your quest in your Journal.

GETTING STARTED



Insert the Game Pak into the Game Boy and turn it on. The title screen will appear. Pressing any of the START, A or B Buttons opens the initial menu screen.

	Cobi
Enter Name	
ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123	
NOPQRSTUVWXYZ 4567	
abcdefghijklmnopqrstuvwxyz 89?*	
nopqrstuvwxyz BACK	
END	

▶CONTINUE
NEW GAME
BREEDING
KEY TRADE
VS MODE
DREAM EGG
TEAM MODE



On your first adventure

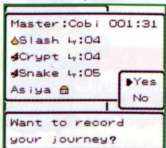
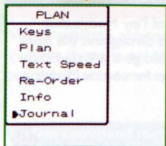
If you're on your first adventure, or you want to start a new adventure, select "NEW GAME" in the initial menu. Right after that, you'll be asked to key in your hero's name, which can be up to five letters long.



Resuming your adventure

You can resume your quest from where you last saved in your Journal. Just select "CONTINUE" at the initial menu screen.

ENDING YOUR QUEST



Don't forget to save in your Journal

When you're taking a break from your quest, make sure you record (save) your progress in your Journal. Press the A Button while you're walking around and open the main command menu. Select "PLAN", then "JOURNAL." Remember, there is only one Journal. When you record, the previous Journal entry is lost.



Where can you save?

In the kingdom of GreatLog, you can record in your Journal anywhere. However, when you are in another world beyond the Magic Door, you may save only in a safe location such as a village or a town. Be careful!

Save in
your Journal often!
Warooh!





GREATLOG'S FEATURES

There are many facilities in the kingdom of GreatLog that are important for your adventure.



MONSTER FARM

Your sister Tara will look after your monsters. While in her care, a monster will earn experience points—but it will also become progressively wilder.



ARENA

Your party of monsters can be entered in battles for attractive prizes including Magic Keys and important privileges.



MEDAL MASTER

A collector of Tiny Medals that are scattered throughout the many worlds, this old gent will trade you priceless eggs for several Medals.



STARRY SHRINE

Monsters are bred and hatched here. The Egg Evaluator, who appraises and changes the gender of eggs, is also found here.



KEY SHOP

The boss appraises your Magic Keys. You'll be visiting often as an unappraised Magic Key can't be used to open the Magic Door.





STANDARD COMMANDS

For succeeding in your quest, the trick is learning how to use commands properly. In this section, the standard commands are examined.

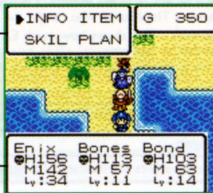
ACTION BUTTON FOR TALKING AND CHECKING

Press the A Button when facing someone to talk to or press the A Button in front of objects such as treasure chests, vases, bookshelves and so on to check the objects.

USING COMMANDS

While walking around in a town or on the field, pressing the A Button (where there is no object or another character next to you) opens the main command menu. There are four main commands.

Main command menu (four commands)



Gold

Be sure to check the status of your monsters all the time! Warooh!



Monster status window

INFO

Use this command to check the detailed stats of the monsters in your party. Pressing the A Button switches the displayed data.

INFO	4:17	♂
Newk	ATK : 60	
Enix	DEF : 118	
Grizz	AGL : 95	
	INT : 109	
	WLD : 101	
	HP: 92/ 92	
	MP: 77/ 77	

Lv (Level) – The monster's overall experience level. **Gender** – Indicates gender (♂: Male, and ♀: Female).

ATK (Attack power) – Indicates how much damage can be inflicted on enemies.
DEF (Defense power) – The higher this is, the lower the damage to the monster when hit in battle.
AGL (Agility) – The higher this is, the faster the monster can attack.
INT (Intelligence) – Indicates how smart a monster is.
WLD (Wildness) – The lower this is, the more likely the monster will obey you in battle.

HP (Hit Points): Current/Maximum – Indicates the monster's health. If it drops to "0," the monster becomes incapable of battling.
MP (Magic Points): Current/Maximum – The power used for casting spells and using skills. Spells and skills can't be used if there aren't enough MP.

▼ Press the A Button.

INFO	4:17	♂
Newk	Innocent	
Enix	CurseLamp	
Grizz		
	HP: 101	
Orca	Ev: 6743	
Cape	Next Level	
	Ev: 1300	

Personality – The monster's personality. It affects the monster's behavior in battle, and may affect breeding with another trainer's monster.

Species name – The monster's species name. The species determines the characteristics of the monster.
Family – An icon indicates the monster's family. (See page 17 for details on families.)
Master's name – The Master who caught the monster.

EX (Experience) – This shows how much EX points the monster has earned, and the amount of EX points needed to level up.

Accessory – The accessory equipped by the monster is indicated.

▼ Press the A Button again.

Skills & Spells List The list of skills and spells learned by the monster are shown.

▼ Press the A Button again.

Lineage The monster's parents are indicated. For details on breeding see pages 18-20.

ITEM

Use this command to check or use the items and equipment held by the Monster Master. Selecting an item with the cursor displays its description. Pressing the A Button opens the "WHAT" menu with two choices, "USE" and "TOSS." Select "USE" to use the selected item. Select "TOSS" to discard the selected item permanently.

ITEM	TinyMedal
WHAT	DD-Scale
Use	
Toss	2/2
Raises DEF by 5.	

ACCESSORIES

Among items, there are accessories that function only when they are equipped by monsters. A monster can be equipped with only one accessory. If a monster is already equipped with an accessory, equipping it with another accessory will remove the first one. If you breed a monster that is equipped with an item, the item will be sent to the Vault.

ITEM	Friend Herb Herb MoonHerb
Restores HP of one monster by 30~40.	

SKILL

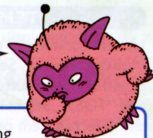
Use this command to check and/or use the spells and skills learned by monsters. When this command is opened, your monsters are shown with lists of their skills and spells. Choose one monster, and select any of its skills or spells to obtain a description. The chosen skill's required MP and the monster's existing MP are also displayed. Pressing the A Button will make the monster use the skill or cast the spell. There are, however, some skills and spells that are specifically for use only in battle.

SKILLS	HealMore DeChaos CurseOff
Enix pBones Bond	
Restores HP by 75~90.	
5/ 57	

PLAN

This command opens a menu of useful subcommands.

Use commands properly! Warooh!



KEYS

Use this command to check and use Magic Keys for opening the door to other worlds.

PLAN

This command is used to assign battle plans to the monsters in your party. See *page 14* for details on battle plans.

TEXT SPEED

Use this to change the speed of text displayed during battles.

RE-ORDER

Use this command to change the order in which your party monsters are lined up. This order is the order in which you assign commands to your monsters. In battle, the first in line is the most likely to be attacked followed by the second in line. Think about this when you're readying your party for battles.

INFO

This command displays the number of monsters and eggs that you've left on the farm and the number of species of monsters you have caught by family. See *page 17* for details about monster families.

JOURNAL

This command records (saves) the adventure in your Journal. See *page 7* for details on the Journal.



BATTLE COMMANDS

When you're traveling, monsters will appear without warning and challenge you to battle. Command your monsters and defeat your enemies through teamwork.

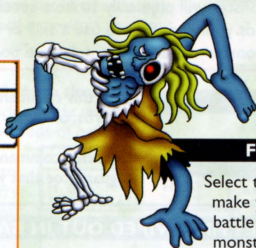
BATTLE SCREEN AND COMMANDS

When a battle starts, the screen switches and different commands are displayed. There are four main commands in battle.

The status of your party monsters

Newsk			Slash			Enix		
H	55		H	11		H	42	
M	34		M	00		M	7	
Lv	:10		Lv	: 0		Lv	:11	
								
FIGHT			ITEM					
PLAN			FLEE					

Four main battle commands



FIGHT

Select this command to make your monsters battle enemies. Your monsters will fight according to the plans you assigned them in advance. To change the assigned plans, use the "PLAN" command.

PLAN

Each of your party monsters can be assigned a plan for how they should battle. Pick appropriate plans for the situation.

- **Charge**—Makes the monster attack aggressively without any thought of its own safety.
- **Mixed**—Your monster will use both spells and skills to help your party win.
- **Defense**—Your monster will use spells and skills to protect or heal your party.
- **Command**—The monster can be directly ordered to use specific skills or spells on specific targets. The following commands are available.
- **Fight**—Your monster will physically strike a specific target.
- **Skill**—Commands your monster to use a skill or spell on specific targets.
- **Guard**—The monster will assume a defensive pose against enemy attacks.

ITEM

Select this command to use an item. You can use healing items such as Herbs, or throw meat at enemy monsters to tame them.

LEE

Select this command to escape from battle. However, there is no guarantee that you can get away safely every time.

GETTING WIPED OUT IN BATTLE

If your monsters are wiped out in battle, your party is sent back to Warubou in GreatLog. Warubou will restore your monsters to full health, but you will lose half your gold. To avoid costly losses, you should save extra gold in the Vault. Money saved that way isn't affected by a lost battle.





BEFRIENDING MONSTERS

When you come across wild monsters, you're in for a battle. If you win, a monster may decide to become your ally.

HOW TO BEFRIEND MONSTERS



Defeat the monster you want last

Only the monster that is defeated last in a battle may become an ally. If there is a specific monster you want in a group, be sure to defeat it last.



Give meat to monsters and tame them

Giving meat to monsters during battle makes them happy, improving the odds of befriending them. If a certain monster refuses to become friendly, try giving it lots of meat.



Lamp! Enix Slash

H 95 Lv:18	H 53 Lv:10	H 121 Lv:14
---------------	---------------	----------------

Yes

No



Allow SpotSlime[♂]
to join you?

▲ If a defeated monster rises after battle, it's an opportunity to make it an ally.

Lamp! Enix Slash

H 95 Lv:18	H 53 Lv:10	H 121 Lv:14
---------------	---------------	----------------



SpotSlime took
the PorkChop from

Lamp! Enix Slash

H 95 Lv:18	H 53 Lv:10	H 121 Lv:14
---------------	---------------	----------------



SpotSlime grew to
like Cobi!

MONSTERS LEARN SKILLS AND SPELLS

By taking part in battles, your monsters become progressively stronger. They also learn skills and spells. If you have favorite monsters, you should always take them with you and toughen them up.

Enix	Bones	Bond
H:80 M:42 Lv:34	H:77 M:57 Lv:12	H:62 M:63 Lv:16
At Lv12, Bones learned AquaCut!		

ASSIGN PLANS MATCHED TO YOUR MONSTERS

Monsters have their own personalities such as "Hotblood" and "Shrewd." The kinds of battle plans suited to individual monsters depend on their personalities. When assigning battle plans, make sure you pick plans that are appropriate for individual monsters.

Enix	Bones	Bond
H:56 M:42 Lv:34	H:13 M:67 Lv:11	H:103 M:63 Lv:14
Enix ► Charge Mixed Defense Command		

SEND EXTRA MONSTERS TO THE FARM

You can only take up to three monsters with you on your adventure. If you befriend a monster when your party is full, you should send the extra monster back to your family's Monster Farm. You can pick up the monster at the farm anytime.





MONSTER FAMILIES

Many species of monsters inhabit other worlds. They can be largely classified into eleven families. Learn the attributes of the various families so you can befriend and breed as many as you can.



■ Slime Family



■ Plant Family



■ Material Family



■ Dragon Family



■ Bug Family



■ Water Family



■ Bird Family



■ Devil Family



■ ??? Family



■ Beast Family



■ Zombie Family





CREATING YOUR OWN MONSTERS

All monsters have genders—either male (♂) or female (♀). A male and a female can be paired to breed a new monster egg. By breeding generations of monsters, you can create powerful monsters that are unlike any other.

MAKING THE ULTIMATE MONSTER

When you breed monsters, the resulting egg contains a monster that has inherited the attributes and the abilities of the male and female parents. Professor Monster, the breeding master of the Starry Shrine, will tell you what kind of monster will be in the egg before you breed so you can check breeding combinations all you like.

▶Crypt	lv:10	♂
Spots	ATK : 51	
Newsk	DEF : 42	
Bat	AGL : 82	
Fish	INT : 50	
↕2/3↕	WLD : 39	
	HP: 57/ 57	
	MP: 23/ 23	

King Cobra...



Spots	lv:12	♀
Newsk	ATK : 39	
▶Bat	DEF : 43	
Fish	AGL : 73	
	INT : 78	
	WLD : 101	
	HP: 45/ 45	
	MP: 45/ 45	

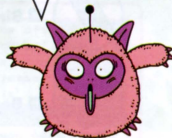
And a Draky...




SnakeBat+1 hatched.

Resulted in
SnakeBat+1!

Wa-hey!
Breeding made this
monster? Warooh?



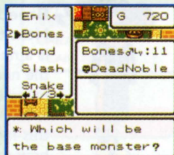
WHAT'S NEEDED FOR BREEDING

To breed, you must have both male and female monsters that are at least Lv 10. Breeding is possible between any species so long as you have a male and female monster. Monsters you create through breeding start at Level 1. Monsters that are used as parents in breeding will leave to the wild, never to return, so select the parents carefully.



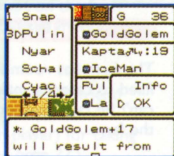
HOW TO BREED

First, select the monster to provide the baby's lineage (the "base"), then choose the monster of the opposite gender as the partner. The offspring will inherit many of the base monster's attributes. For example, if a Slime family monster is the base monster, breeding will result in an egg containing a Slime family monster.



KEEPING A CERTAIN SPECIES

If you have a favorite kind of monster, or a rare monster, you may not want to give it up. However, you should breed it to create stronger monsters. In that case, choose the monster you want to keep as the base monster, and breed it with a partner in the same family. This breeding pair will result in an offspring of the same species as the base monster.



HATCHING EGGS



Hatch monsters from eggs

For a small fee, Professor Monster will hatch any egg and free the monster into your care. After breeding, any egg chosen not to be hatched, will be sent to the Monster farm. Eggs kept on the farm can be hatched for you by Professor Monster at any time.



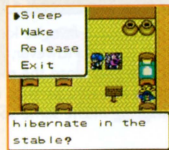
Breed generations for tougher monsters

Next to the name of a monster hatched through breeding is a number that indicates its power. Obviously the higher the number, the tougher the monster. If you breed two wild monsters with levels of 10, the offspring's name will be followed by "+1." This number will rise in the offspring of this monster through generations of breeding, indicating how much stronger the monster is becoming.



MAKE MONSTERS SLEEP IF THE FARM IS FULL

The farm has room for only so many monsters and eggs. If the farm is filled to capacity, make some monsters sleep. While a sleeping monster can't be taken out on an adventure, it will free up valuable space on the farm.





GAME BOY GAME LINK® CABLE MODE

Using an optional Game Link® Cable, you can breed, trade and battle with a friend.

LINKING

Securely connect two Game Boy systems using an optional Game Link® Cable. Turn on the two systems and choose the desired play mode from the initial menu. (Both players must choose the same mode.) The selected mode will start when either player presses the A Button. If “Game Link is not ready” is displayed, check the link and repeat the linking process from the start.

CONTINUE
NEW GAME
▶ BREEDING
KEY TRADE
VS MODE
DREAM EGG
TEAM MODE

FIVE SELECTABLE MODES

■ BREEDING

You can breed your monsters with your linked friend's monsters. (See page 22.)

■ KEY TRADE

You can trade Magic Keys with your linked friend. (See page 23.)

■ VS MODE

You can have your monsters battle your linked friend's monsters. (See page 23.)

■ DREAM EGG

The Dream Egg that is kept on the farm can be traded away to a linked friend. (See page 26.)

■ TEAM MODE

You can team up with your linked friend to put together a two-monster team (one monster from each player) for taking on enemy monsters. (See page 27.)

BREEDING

How to breed

How to breed

Success isn't guaranteed

Success isn't guaranteed

If linked breeding succeeds, co

Stump
Ug
Bugon
Zombr
Bloat 4/5

Bloat 4:16
Gasgon

Info
OK

Is this one OK for breeding?

102

KEY TRADE

Magic Keys can be traded over a link. Using these keys, you can visit other worlds that have already been explored by your friend. Perhaps you will even meet monsters that you have never met before.



How to trade keys

Select "KEY TRADE" from the initial menu. If you don't have a Magic Key available for trading, the trade can't be made. Keep in mind that not all keys can be traded.



Select the key

The key trade is started when one of the linked players presses the A Button. Both players must choose one of their own keys to trade, then press the A Button to make the trade. When the trading is completed, the game reverts to the menu screen.



Using a traded key

By using traded keys, you may go to other worlds where there are monsters that you have never seen.



CONTINUE
NEW GAME
BREEDING
▶ KEY TRADE
VS. MODE
DREAM EGG
TEAM MODE

QuietCrag

Magic Key
SkyP

Magic Key D bYes
bYlw.Tower No

Readying trade...
Please wait. ▶▶

VS MODE

In this mode, your monsters battle your linked friend's monsters. Each of you can choose to put up a monster of their own as the prize for the victor. You can choose rules as you see fit for linked battles.

HOW TO PLAY

Set the rules first

At the initial menu, select "VS MODE" then press the A Button. This opens the rule menu. Select the desired set of rules and press the A Button.

► FREE BATTLE
ENIX RULES
LOCAL RULES
EXIT



FREE BATTLE

A VS Mode with no restrictions at all.

ENIX RULES

The official rules for VS Mode battles.

LOCAL RULES

More restrictions can be applied as desired for battling.

Choose your battle party

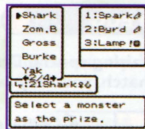
Next, choose up to three of your monsters for battling. Check the parameters and skills of each monster, then confirm them for battle by pressing the A Button.

Always check
monster information
before sending
them into battle.

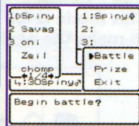
1: Byrd	1: Spark
2: Iceik	2: Yak
Worm!	3:
Plamp!	
Fruit	► Info
1/4	OK
1: 35 Lamp 120	
Pick Lamp! for the team?	

CHOOSE THE PRIZE

After choosing the monsters for VS battle, both players will be asked if they want to select one of their own monsters as a prize. If you agree, choose one of your monsters and press the A Button.



Let the battle start after picking prizes.



Which monster to offer as a prize...

BATTLE!

Your selected monster party (with one to three monsters) goes into battle against your linked friend's party. When one side's party is wiped out, the battle is over.



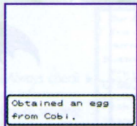
THE WINNER GETS THE PRIZE

If you and your linked friend put up monsters as prizes, the winner gets to take the prize monster from the loser. If you lose, you will lose this monster permanently!



DREAM EGG

This mode is for raising special Dream Eggs with friends. If you manage to make the egg hatch, you may be able to obtain a rare monster.



Where to get a Dream Egg

On rare occasions, you may obtain a Dream Egg from a dungeon which you visit using an appraised Magic Key. The obtained Dream Egg is sent to the nest back at the monster farm.



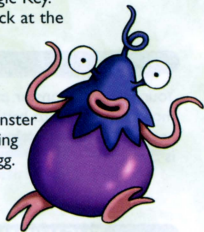
Items can be given to a Dream Egg

You can give items to the Dream Egg at the monster farm. The monster's abilities will change depending on the type of items you give to your Dream Egg.



Hatching a Dream Egg

A Dream Egg will hatch after it has been traded via Game Link® Cable a number of times with friends. When the egg hatches, the monster will join you.



A Dream Egg will never hatch just by keeping it. You need to trade it back and forth with many friends to make it hatch.

TEAM MODE

This mode lets you team up with a linked friend for taking on enemy monsters. Each player must put up one monster for battle.



HOW TO TEAM UP

SELECT "TEAM MODE"

At the initial menu, both linked players must choose "TEAM MODE."

CONTINUE
NEW GAME
BREEDING
KEY TRADE
VS MODE
DREAM EGG
▶ TEAM MODE

PAY THE ENTRY FEE

In total, 2000G is required from both players to participate. Each linked player is expected to pay 1000G. If one player doesn't have enough money, the other player can elect to pay the entire 2000G entry fee.

Cobi	G 2288
Duo W: 0	
Own W: 0	
Duo L: 1	
Own L: 0	
For Team Mode, 1000G is charged.	

CHOOSE THE MONSTER FOR BATTLE

Each linked player must choose one monster to enter battle. Before the battle starts, the linked players have to record their games in their respective journals.

Gross	Cobi
▶ Burke	Duo W: 0
Yak	Own W: 0
Gila	Duo L: 1
Gatus	Own L: 0
lv: 23 Burke	
Choose a monster for the Team Mode.	

STARTING THE BATTLE

In the Team Mode, the two players must battle three times in succession. The makeup of the three sets of enemies will depend on the levels of the monsters used by the two players. After each battle, the conditions of the monsters (such as remaining HP) are carried over to the next battle.

Only two commands can be used during battle — “FIGHT” and “PLAN.” Under the “PLAN” command, you will find the usual battle commands and several special subcommands that are only for the Team Mode.

Derzo	JP	Spark
H151 M232 L132	Cobi	H170 M110 L133
		
FIGHT	ITEM	
PLAN	FLEE	

SPECIAL COMMANDS

- **BETRAY**—Your linked partner's monster is also turned into an enemy.
- **TWIN**—The two player monsters can be made to turn two known skills or spells into one powerful, linked move against enemies.
- **GUARD**—The monster assumes a defensive pose and does not attack.



Prizes

If the player team wins, prizes are awarded. If only one of the player's monsters survives, perhaps through betrayal, the winning player alone earns prizes. The sole winner will receive more prizes.

RESULTS	Cobi
Duo L: +1	Duo W: 0
Level: 21	Own W: 0
Turns: 15	Duo L: 2
Win%: 0	Own L: 0
Rank: G	
Cobi received 1000G.	



ITEMS

Items are available for sale in shops. However, you do better by finding the items on the field or in dungeons. To succeed in your quest, check your stock of items for essentials before setting out.



■ Herb

◀ Restores HP.
A must for every
Monster Master.



■ Antidote

◀ Removes all
traces of poison
from a victim.

■ Seeds and Nuts

► Magical items that raise
specific abilities of monsters.
Examples include ATKseed,
DEFseed and MysticNut.



■ Meat

► When fed to enemy monsters
in battle, the odds of befriending
them are improved. Some of
the meats available are
Beefjerky and PorkChop.



■ WarpWing

◀ Instantly returns your
party to GreatLog from
another world.

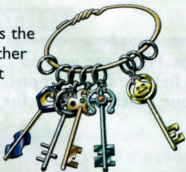


■ Bookmark

◀ A small bookmark used to keep
place in the Journal. Using this item,
you can record in your Journal at
your current location instead of
traveling back to GreatLog.

■ Magic Keys

► Each key opens the doorway to another world. Keys must be appraised at the Key Shop to determine exactly where they lead.



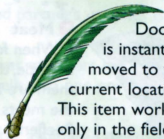
■ Books

◀ Books change the personalities of monsters. Horror Books and Comedy Books are examples.



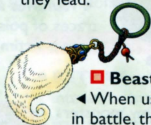
■ LogTwig

▼ When this item is thrust into the ground, the Door Shrine is instantly moved to your current location. This item works only in the field.



■ BeastTail

◀ When used in battle, this item will tell you if you have befriended the enemy monsters before.



■ Staves

◀ Powerful magic items that can be used in battle or on the field. There is a good variety of them including Mist Staff and Bolt Staff.



■ DracoBelt

► An accessory that raises a monster's HP.



■ D-Scale

► An accessory to be equipped by a monster, this item raises DEF by a set amount.



ATTACK SPELLS AND SKILLS

These are skills and spells used for attack in battle. Some are for chosen targets, while others strike all enemies.

NAME	EFFECT
Blaze	Strikes one enemy with a small fireball.
Firebal	Burns all enemies with a small burst of fire.
Firebane	Burns all enemies with a blast of fire.
Bang	Strikes all enemies with small explosions.
Infernos	A razor-sharp whirlwind tears through all enemies.
Bolt	Thunderbolts strike all enemies.
IceBolt	Shards of ice slash at all enemies.
Beat	A death spell that can instantly slay a monster.
Ramming	A brutal physical attack.
Kamikaze	A reckless physical attack.
PalsyAir	A burning-hot breath that induces paralysis in all enemies.
Scorching	An intense blast of fire is breathed on all enemies.
WhiteFire	An incredible wall of fire is breathed on all enemies.
FrigidAir	A breath of cold air is loosed on all enemies.
WindBeast	Slashes a single monster with sharp whirlwinds.
Lightning	Strikes all enemies with lightning.



ATTACK SPELLS AND SKILLS *continued*

NAME	EFFECT
RockThrow	Drops huge boulders on all enemies.
Tidalwave	A towering wave crashes down on all enemies.
CallHelp	Summons a gang of friends to pummel enemies.
FireSlash	A sword attack with the added power of fire (not 100% effective).
VacuSlash	A sword attack with the power of wind.
BoltSlash	A sword attack powered up by lightning for one enemy.
IceSlash	A sword attack with the added power of ice.
SlimeBlow	Inflicts severe damage on a Slime family monster.
DrakSlash	Inflicts severe damage on a Dragon family monster.
BirdBlow	Inflicts severe damage on a Bird family monster.
BugBlow	Inflicts severe damage on a Bug family monster.
Shears	Inflicts severe damage on a Plant family monster.
DevilCut	Inflicts severe damage on a Devil family monster.
CleanCut	Inflicts severe damage on a Material family monster.
MetalCut	Inflicts severe damage on a monster with high DEF.
BiAttack	Physically strikes twice in succession.
QuadHits	Randomly launches four physical attacks.



HEALING SPELLS AND SKILLS

The following are spells and skills that cure monsters of afflictions and restore HP. They should be balanced with attacks to fight advantageously.

NAME	EFFECT
Heal	Restores one party monster's HP a little.
HealMore	Restores one party monster's HP by a large amount.
HealAll	Fully restores the HP of one party monster.
HealUs	Restores the HP of all party monsters by a large amount.
HealUsAll	Fully restores the HP of all party monsters.
MPass	Passes over a small amount of MP to an ally.
MPassmore	Passes over a set amount of MP to an ally.
MPassmost	Passes over a large amount of MP to an ally.
Vivify	May bring a dead ally back to life.
Revive	Brings a dead ally back to life with full HP.
Farewell	Sacrifices own life to revive all dead allies.
Antidote	Cures an ally of poison.
DeChaos	Snaps all allies out of confusion.
NumbOff	Cures paralysis and awakens the sleeping.
CurseOff	Lifts a curse from an afflicted ally.
LifeDance	A sacrificial dance to revive all dead allies.
Hustle	Restores the HP of all party monsters by a large amount.
Meditate	Restores the user's HP by approximately 500.
LifeSong	A song that may revive lifeless allies.



SUPPORT SPELLS AND SKILLS

The following are supplemental spells and skills that either enhance attack or defense. Some can be combined with attack skills to inflict extra damage, for example.

NAME	EFFECT
Upper	Raises the DEF of one ally.
Sap	Reduces the DEF of one enemy.
Speed	Raises the AGL of one ally.
Slow	Lowers the AGL of one enemy.
TwinHits	Doubles the ATK of one ally.
Surround	Confounds enemies with a mirage.
Sleep	Lulls an enemy to sleep.
TakeMagic	Steals the MP of spells cast by enemies.
PanicAll	Confuses enemies.
MagicBack	Bounces back an enemy spell.
Barrier	Raises resistance to breath attacks.
MagicWall	Creates a barrier that reduces damage from attack spells.
SideStep	Makes the user more difficult to hit.
Radiant	A burst of light blinds the enemies.
DeMagic	Removes all effects of enemy support spells.
ThickFog	A black fog disables the casting of all spells.
LushLicks	Disables an enemy from moving for one turn.
Cover	The user takes an attack meant for an ally.
AquaWall	Creates a barrier that blocks an attack skill.



OTHER SPELLS AND SKILLS

There are some spells and skills that can be used outside of battle. For example, one protects the party from damage caused by walking in poison bogs. Another helps spot items. With one of the spells, there is no telling what could happen!

NAME	EFFECT
Whistle	Summons enemies.
Pheromone	Summons enemies of the opposite gender.
StepGuard	Protects the party from dangerous terrain.
Outside	Instantly warps the party out of a dungeon.
Informer	Identifies the monsters that appear in the area.
Errand	The monster goes shopping with 100G.
EagleEye	Indicates the locations of towns and items on the map.
MapMagic	Fills in the world map entirely.
Ahhh	Inflicts damage on one enemy.
Chance	The ultimate spell with completely random effects.



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